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v2.2

Aug 2017

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Publisher: **Cool Mini or Not (2014)**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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BASICS

Distances (in **inches**) may be measured at any time. Actions with a range stat may affect elements that have any part of their base within range. When checking distance between elements, always measure from the closest points on their bases.

Elements are **in contact** if their bases are touching or a model's base is overlapping another element. A model in contact with one or more enemy models is **engaged**.

Read each D10 individually; never add die results together. When you reroll a die, only count the results of the second roll and ignore any previous result.

A single player may not reroll a die more than once (including any combination of forced or optional rerolls). The resolution order of re-rolls is: required attacker, required defender, optional attacker, optional defender.

When 2 events need to resolve at the same time, attacker's effects go first, then defender's. In any other case the player whose turn it is decides the order.

The Defense Chart

When a model is attacked, the attacker compares their attack roll results to the target's **defense chart**.

Overpower: The attack massively overcomes the target's defenses. **Each result causes 2 hits.**

Strike: The attack penetrates the target's defenses. **Each result causes 1 hit.**

Magic: The defender mystically defeats the attack. This result can potentially cause a magical backlash.

Parry: The defender parries the attack.

Block: The defender blocks the attack with their shield or weapon.

Armor: The defender's armor takes the brunt of the attack, leaving the target unharmed.

Dodge: The defender dodges the attack, avoiding injury.

When a special ability or effect modifies or replaces a specific result on a target's defense chart, it always modifies the **highest specified result(s) on the chart**. If the defender does not have a matching entry, the ability has no effect.

Special Abilities

Aura

Each aura has an (x)" value. (x) is the number of inches you measure from the source's base to determine the affected area.

Abilities with Variables

If an ability has an associated variable (x), the ability's special rules denote how to use this variable and what affect it has.

Cumulative

Rules without a (+) are not cumulative. Variables with a (+) are cumulative, and are added to any existing version of the rule to determine the final total variable. If the ability with the (+) is not on the model, it gains the ability at the stated value.

If multiple sources confer a (+), all instances of the (+) apply. If more than one ability is on a model without a (+), use the largest variable present.

Leaders

Leaders have a **Leadership** value and a **sphere of influence** (SOI) extending 6" out from their base.

If the models in a combined activation have the same **trait** as the leader whose SOI they are activating from, they may benefit from that leader's **Inspire** ability. Leaders may benefit from their own Inspire ability and that of other leaders they are activating from. An Inspire with a trigger may only be triggered once by each model during that activation.

Commanders have an enhanced SOI of 8". All models in your army gain the leader's **Training** ability. This ability is permanent and remains on all models even if the commander is killed.

Line of Sight

Elements have a 360° viewpoint and facing is not relevant.

To determine LoS, select the **viewer** and the **target**. Draw a line connecting the left side of the viewer's base to the left side of the target's base, and then do the same for the right side. This area is the **LoS window**. The viewer can see the target if you can draw a straight line that does not cross any blocking element *inside* the LoS window from the viewer's base to the target's base.

If an element in the LoS window has a size greater than either the attacker or defender, the element is **blocking**.

Any element other than the viewer or target with its base in the LoS window is **between** the viewer and target.

GAME PLAY

Each game consists of **rounds**, during which each player takes alternating **turns** using **activations**. The **active player** is the player whose turn it is.

Each player rolls a D10 initiative roll at the beginning of each round to determine the first player for that round.

The player with the lowest current morale gets a bonus equal to the difference between their morale and the highest player's morale (if 2 or more armies have an equal value for the lowest, no one gains the bonus). The player with the highest total is the first player for the round. On a tie, reroll until one player wins.

Players then take turns in clockwise order. The active player chooses whether to perform an individual or a combined activation and which model or models to activate. Once the activation is finished, play passes to the next player who begins their turn. Once all players have activated all their models, or a player has been forced to pass, the round ends.

ACTIVATIONS

There are 2 types of activations: **individual** (a single model activating during your turn) and **combined** (multiple models performing their actions together through the orders of a leader).

When activated, each model completes 2 stages in any order, but cannot interrupt one to do the other: **maneuver** and **action**.

When a model maneuvers, it may move up to its mobility in inches. When a model acts, it may perform 1 action.

Each model can only be activated once per round. A player must activate a model if able; if they cannot then they must pass. If both players have completed all of their activations the round is over. If one player begins their turn and has no models left to activate, their turn immediately ends. Their opponent then takes 1 additional turn, and then the round ends.

Individual Activations The active player chooses 1 model to activate. Once a model has completed both its maneuver and action the individual activation ends. A model may choose to move 0" and/or perform no action during its activation.

Combined Activations The active player chooses 2 or more models within a single leader's SOI. You may only select a number of models up to the leader's **Leadership** value.

The leader is not activated unless selected as one of the models.

All selected models must share at least 1 matching trait (a leader can confer a combined activation to models he does not share a trait with, as long as all models being activated share a trait amongst themselves). The selected models do not need to be able to see one another. Specialists do not have traits and therefore cannot be activated with a combined activation.

A leader may issue a combined activation any number of times per round, even if he has already activated.

The active player then chooses which stage they will perform first, maneuver or act. All models in a combined activation must resolve each stage in the same order.

When acting, each model will perform its action one by one, resolving 1 model's action fully before moving onto the next. The exception to this is a combined attack.

MOVEMENT

There are 2 types of movement: **forced** (denoted by the word *force*) and **free** (all non-forced movement).

Models cannot move through other models. When moving a model, always move it in straight lines. When performing free movement and non-direct forced movement, you can change the direction of movement at any time.

Forced Movement

When moving the affected model or models, the owner of the effect or ability causing the forced movement controls the movement, as dictated by the effect or ability.

Forced movement ignores the **disengage penalty** and other abilities that prevent disengaging. Any forced movement that moves a model into another model or impassable terrain ends as soon as the moving model contacts the element. A model forced into an element with a movement penalty must pay the penalty. If it cannot, then the movement stops.

Disengaging

For a model in contact with an enemy model to break contact, it must **disengage**. The model must spend a **disengage cost** of 3" of its movement before it can begin moving. It cannot subsequently engage an enemy model again during this movement. A model in contact with more than one enemy only has to pay the cost once.

Even if a model ignores these penalties (eg, by being *forced*) they are still disengaging.

Other Definitions

When an element must move **toward** another element, it cannot end that movement further away from the element than it began. When an element must move **away** from another element, it cannot end that movement closer to the element than it began.

When a model moves **up** to some number of inches, it can move from 0 to that number in inches. If a rule *does not say up to*, then the model must move the distance directed unless stopped.

If a model must move directly toward or away from an element, it must move along a line drawn from the center of its base to the center of the element; it cannot deviate from that path.

ACTIONS

There are 2 categories of actions: **attack** and **special**. An action's **rating** is the number of dice rolled, if applicable, and its **range** is the maximum distance, in inches, that the target can be from the acting model. An action with a range of 00 can only target an element in contact with the acting model.

Special abilities or powers that require a model to perform an action for the power to become active are called **toggle actions**. Most do not require a roll to activate. Once the toggle action has been performed, the ability becomes active and remains in play until the beginning of that model's next activation.

A model performing a **Willpower check** must roll a number of dice equal to the rate listed under that action. Each result equal to or less than the model's Willpower stat is a success. The effect is based on the number of successes.

Attack Actions

There are 4 types of attacks: **ranged**, **melee**, **will**, and **magic**. Not all models can perform all types of attacks.

To make an attack:

1. Select an attack action available to the active model.
2. Select enemy target model(s) in range and LoS.
3. One target at a time, roll the dice involved in the attack. If an attack targets multiple enemies, roll dice separately for each.
4. Generate and apply the results of the rolls.
5. Apply damage, and check for death.

Even though the dice for each attack are rolled and resolved individually, any attacks made from the same attack action happen simultaneously.

Ranged Attacks

Ranged attacks cannot be made against a target in contact with the attacker, and all dice from a ranged attack must be allocated to one target. **Convert any ✂ on the target's Defense chart to ✂.**

Melee Attacks

Melee attacks may target multiple elements. The attacker may assign dice among any number of legal targets.

Willpower Attacks

Willpower attacks do not use the Defense chart: instead, each die result that equals or exceeds the target's Willpower is a success. The effects is based on the number of successes.

Magic Attacks

Dice from a magic attack must all be allocated to 1 target. **Convert any ✂ on the target's Defense chart to ✂.** Magic attacks can also generate a **backlash**.

Backlash

For each ✨ result generated by a magic attack, the attacker must make a Willpower attack (1) against themselves. The attacker suffers 1 damage for each success.

Combined Attacks

Combined attacks can only be performed by 2 or more models in a combined activation. They function as an individual ranged or melee attack, however the models are pooling their attacks.

To make a combined attack:

1. All participating models select an available attack action of the same type.
2. Select 1 enemy target model in range and LoS.
All attack dice must be assigned to that target.
3. Roll all the dice involved in the attack.
4. Generate and apply the results of the rolls.
5. Apply damage, and check for death.

If any of the attacks selected for the combined attack had special abilities associated with them, then these effects are applied to the combined attack as well.

If multiple models share the same ability, always apply the highest (x) value to the combined attack.

Damaging a Model

Anytime a model is dealt a number of hits equal to its ▼, it suffers 1 damage. Once the model has damage equal to its ♠, it is removed from the table as a casualty.

Generic Actions

Assist During a combined activation, select a friendly model this model is in contact with that is performing a melee attack. Give that attack (+1) rate.

Sprint Move this model up to 4". Models can only sprint once per round and cannot sprint if they are engaged.

Interact Use an *Interact* action to interact with terrain and objectives. A model must be usually in contact with the element.



SETUP

SELECT GAME SIZE

Players decide what size of game they would like to play.

Characters: each army may only select a particular character once.

Rank up: When constructing your force, two rank 1 models may be traded for a single rank 2 model of the same type

Options: Each game size lists a number of **options choices** which add additional models to your force. Options are selected and added to your force before models are chosen, so you can rank up choices. Each option may be selected multiple times.

Patrol

Standard Leadership (3)

Commander Leadership (5)

Army Organization

Leader (select one as a **commander**)
x2 rank 1 leaders

Infantry
x12 rank 1 infantry

Specialist
x2 rank 1 specialist

Skirmish

Standard Leadership (5)

Commander Leadership (7)

Army Organization

Leader (select one as a **commander**)
x3 rank 1 leaders

Infantry
x18 rank 1 infantry

Specialist
x2 rank 1 specialist

Options (select 2 of the following options)
x3 rank 1 infantry or
x1 rank 1 specialist

Battle

Standard Leadership (7)

Commander Leadership (9)

Army Organization

Leader (select one as a **commander**)
x5 rank 1 leaders

Infantry
x24 rank 1 infantry

Specialist
x4 rank 1 specialist

Options (select 4 of the following options)
x3 rank 1 infantry or
x1 rank 1 specialist

Each player builds an **army** of their selected faction. Consult the army organization chart for the game size to find what types of models you can choose.

BATTLEFIELD SETUP

The game is played on a 4'x4' battlefield. Set up the battlefield as follows:

- Place Terrain** Players should select and place 1-3 pieces of terrain per player (more or less if desired).
- Establish Deployment Zones** Players roll off; the player who rolled highest is the first to select their tableside for deployment. Each **deployment zone** is 5" deep, extends the width of the battlefield, and is designated by a letter, moving inwards beginning with each player's tableside: A, B, C and D.

In between each opponent's zone D is an 8" zone called **No Man's Land**, largely used for deploying **objectives**.

3. Declare Motivations Both players simultaneously declare their chosen **motivation**.

4. Deploy Army The player who selected their tableside first deploys all models with a **DZ** of (A), as listed on their cards.

Each opponent then deploys all of their models with a DZ of (A). Alternate deploying in this manner until all players have deployed all of their (A) models, then (B) models, then (C) models and so forth. When deploying a model, it can be placed with its base anywhere completely in the listed deployment zone or any zone *behind* that zone.

After all models have been deployed, players make the first initiative roll and the game begins.

MOTIVATIONS

Each player selects 1 **motivation** for their commander. Players may only choose motivations from the categories available to their house. Motivations may either be selected or chosen at random, as decided by the players.

Goritsi: Intrigue, Treachery
Hadross: Greed, Vengeance
Nasier: Duty, Vengeance
Shael Han: Duty, Intrigue
Teknes: Greed, Treachery

Objectives

Some motivations require players to place 1 or more **objectives** (terrain elements) on the battlefield.

The player with the most models within 1" of an objective controls that objective.

If both players have the same number of models within 1" of an objective, neither player controls that objective.

Markers

Some motivations require players to place 1 or more **markers** (tokens/counters) on models or terrain elements on the battlefield. Markers take up no space on the battlefield.

MORALE

Each player calculates their **starting morale**. Divide the total number of models in your army by 3, rounding down. Then add up all the ranks of leader for every leader model in your army.

Add these two values together to get your starting morale.

Apply effects that affect an army's morale as soon as they occur. **At the end of any round in which a player has 0 (or less) morale, that player loses the game.** If all players are at 0 (or less) morale at the end of a round, the player with the lowest negative morale loses. On a tie, the game ends in a draw.

For every 3 models removed as casualties, that army loses 1 morale.

For every leader model removed as a casualty, that army loses morale equal to the rank of the leader (in addition to the above loss, if applicable).

TERRAIN

The **base** of a terrain piece is the space it occupies on the table. Anytime an element contacts or overlaps the edge of that base in any way, the element is on that terrain piece.

The **keywords** of a terrain piece describe the ways that the terrain interacts with the other elements on the table.

Before play begins, players must agree on the keywords assigned to each terrain piece. Additional keywords may be assigned by scenarios or other special rules.

All terrain pieces follow a few basic rules unless otherwise indicated:

- No terrain piece may be placed in contact with another terrain piece before play begins.
- A terrain piece must have a **size** or the *Does Not Block Line of Sight* keyword.
- A terrain piece blocks LoS to other elements of equal or smaller size.

A model **controls** a terrain element if it is in contact with the element and no enemy models are also in contact with the element.

Terrain that reduces movement has a **terrain cost:** an amount of movement in inches that must be paid.

TERRAIN KEYWORDS

Terrain keywords that have variables that players must agree upon are marked as X.

Does Not Block Line of Sight: This element does not block LoS.

Elevated X: Increase a model's size by (x) when checking LoS. Moving to an increased level of elevation requires the model to pay a terrain cost of (x). If a model cannot pay this cost, it cannot enter the element. This element's size is equal to (x).

Impassable: Models cannot move through this element.

Inspiring X [trait/type]: This element carries certain spiritual, magical, or emotional inspiration to certain soldiers. If you control this element, friendly models within 6" of this element that possess the matching trait or type gain (+X).

Nexus X: This element is a point of intense magical energy. If you control this element, friendly models within 6" gain [rate] (+X) to all magic attacks.

Objective: Objectives are described in the special rules of scenarios and motivations.

Rough X: Models beginning their activation or moving into the base of this element must pay a terrain cost equal to (X) to continue moving. If a model cannot spend the movement, it cannot enter the element. This can result in a model being unable to move.

Wall: A model cannot take a *Sprint* action through, or end its movement on, this element. This element is impassable to forced movement. Models cannot move through a wall with a size greater than the size of a model.

Water: This element is a water feature, which can affect certain abilities and actions.

Sample Terrain Elements

Hill: Elevated 1, Size 2, can have other terrain pieces stacked on it, provided those pieces' bases fit completely within the hill's base.

Ancient Tree: Cover, Rough 1, Size 5-6

Ruins: Wall, Rough 1-2, Size 3-4.

Boulder/Pillar/Tree: Impassable, Size 1-3.

Wall: Size 1-2, Wall.

Broken Ground: Rough 1, Does Not Block LoS.

Fence: Wall, Does Not Block LoS.

Pond: Rough 2, Water, Does Not Block LoS.

COMMON SPECIAL ABILITIES

Bolster: May make an *Assist* action on a model up to 2" away.

Bounce (x): When the dice for this attack are assigned, this model may assign 1 additional die to up to (x) additional enemies within 3" of a target, ignoring LoS.

Critical Blow (x): Replace (x) ⚡ on the defender's chart with ☠.

Defensive Expertise (x): When this model is the defender of an attack, before results are generated, it may force the attacker to re-roll up to (x) dice.

Deflection: May parry ranged and magic attacks.

Evasion (x): When attacked, after any rerolls are made, you may adjust the results of up to (x) dice up or down by 1, keeping the adjusted result.

Fast: May *Sprint* 6" instead of the normal 4".

Feint (1): Replace (1) ✂ on the defender's chart with ⚡.

Flying: During free movement, may move through models and terrain elements as long as that move does not end over a model's base or a terrain element it could not normally move on.

Follow-Through (x): Replace (x) ✂ on the defender's chart with ⚡.

Hit and Run: If this model kills an enemy, it may perform a free *Sprint* action after that attack is resolved.

Knockback (x): Before results are generated, each model targeted by this attack is forced (x)" away. If that model's movement is stopped by another model the model stopping it suffers a 1D10 melee attack.

Offensive Expertise (1): When this model performs an attack, before results are generated, it may re-roll up to (1) dice.

Offensive Mastery (x): This model may add up to (x) dice to any attacks it is participating in. Before results are generated, this model removes the same number of dice added to those attacks.

Precision(x): When this model performs an attack, after rerolls are made, it may adjust the result of (x) dice up or down by 1.

[Reaction] Counter Attack (RESULT) (x): Once per attack, when a (RESULT) is generated against this model, and this model is not killed, this model may perform 1 of its melee attacks on an active enemy in range, replacing the attack's rate with (1).

Skirmisher: During free movement, this model may pass through friendly models as long as that movement does not end over a model's base.

Slow: This model cannot *Sprint*.

Stalker: This model ignores disengage costs and may engage models after disengaging.

Strong Will: When this model makes a Willpower check or is the target of a Willpower attack, it gains reroll (+1).

Sundering (x): Replace (x) ☠ on the defender's chart with ⚡.

Suppression (x): Replace (x) ✂ on the defender's chart with ⚡.

Swim: This model ignores the *rough* keyword of terrain elements that also have the *water* keyword.

Unbreakable: Replace the lowest ☠ on this model's defense chart with ⚡.

Unrelenting(x): Replace (x) 🏹 on the defender's chart with ⚡.

Unstoppable(x): Replace (x) non-⚡ non-☠ on the defender's chart with ⚡.



MOTIVATIONS

DUTY

Call To Glory

During deployment, place markers on each of your leaders equal to their rank.

Each time a friendly marked leader kills an enemy infantry, and was the only model attacking that enemy, it may make a Willpower Check (1). On 1 or more successes your opponent loses 2 morale, and then 1 marker is removed from that model.

Each time a friendly marked leader kills an enemy leader or specialist, and was the only model attacking that enemy, your opponent loses 2 morale, and then 1 marker is removed from that model.

Escort Civilians

During deployment place a number of objectives in contact with friendly models equal to the total ranks of leaders in your army. Those objectives begin the game *linked* to those models.

Objectives are 30mm bases that are size 2 and have the *Impassable* keyword.

A friendly model in contact with an objective may spend an *Interact* action to *link* to that objective. Any previous links on that objective expires. A model may only have 1 objective linked to it at any time.

If a linked model is ever moved out of contact with its objective for any reason, the link expires.

If an objective is in your enemy's A, B, or C deployment zones at the end of any round, and you control that objective, your opponent loses 2 morale, and then that objective is removed.

Stand Your Ground

At the start of the game, gain a marker pool containing a number of markers equal to twice the total ranks of leaders in your army.

Friendly infantry may spend an *Interact* action while in an enemy leader's SOI to gain 1 marker.

At the beginning of a marked model's activation, your opponent loses 1 morale, and then that marker is removed.

If a marked model is killed, its marker is returned to your marker pool.

VENGEANCE

Sever The Head

After deployment, but before the first turn, place a number of markers on enemy leaders or specialists equal to the total ranks of leaders in your army. Models may be marked a number of times equal to their rank.

If the marked enemy is killed, that opponent loses 2 morale per marker on that model.

Burn It Down

Before deployment, beginning with you, you and your opponent take turns placing objectives anywhere in your opponent's D deployment zone equal to the total ranks of leaders in your army.

These objectives cannot be placed within 4" of each other or a board edge.

Objectives are 50mm bases that are size 4 and have the *Impassable* keyword.

A friendly model may spend an *Interact* action while in contact with an objective you control. If they do, your opponent loses 2 morale, and then that objective is removed.

Unstoppable Advance

At the start of the game, gain a marker pool containing a number of markers equal to the total ranks of leaders in your army.

At the end of any turn in which a friendly leader was attacked by an enemy, but not killed, it may make a Will Check (1).

On a success, remove 1 marker from your marker pool. Your opponent loses 2 morale.

At the end of any round, each friendly leader in an enemy deployment zone may make a Will Check (1). On a success, remove 1 marker from your marker pool. Your opponent loses 2 morale.

TREACHERY

Capture Prisoners

At the start of the game, gain a marker pool containing a number of markers equal to the total ranks of leaders in your army.

When an enemy model is killed with a melee attack, you may have 1 model that killed that enemy gain 1 marker. A model may only have 1 marker at any time.

At the end of any round, if a friendly marked model is unengaged, and in your A, B, or C deployment zones, your opponent loses 2 morale, and then that marker is removed.

If a marked model is killed, its marker is returned to your marker pool.

Assassinate

At the end of any friendly turn, if an enemy leader was killed, and no other enemy was attacked this turn, your opponent loses 2 additional morale per rank of that leader.

Steal Intel

At the start of the game, gain a marker pool containing a number of markers equal to the total ranks of leaders in your army.

When a friendly model attacks an enemy leader or specialist with a melee attack, and generates a hit, they may gain 1 marker. Each enemy leader or specialist may only grant 1 marker each round.

At the beginning of a marked model's activation, your opponent loses 2 morale, and then that marker is removed.

If a marked model is killed, its marker is returned to your marker pool.

GREED

Land Grab

Before deployment, place a number of objectives anywhere in your opponent's C deployment zone equal to the total ranks of leaders in your army. Gain a marker pool with a number of markers equal to twice the total ranks of leaders in your army.

These objectives cannot be placed within 4" of each other or a board edge.

Objectives are 40mm bases with the *Does Not Block LoS* keyword.

At the end of any round, for each objective you control, remove 1 marker from your marker pool. Your opponent loses 1 morale.

Loot and Plunder

Before deployment, beginning with you, you and your opponent take turns placing 5 objectives anywhere in No Man's Land.

Gain a marker pool with a number of markers equal to twice the total ranks of leaders in your army.

These objectives cannot be placed within 4" of each other or a board edge.

Objectives are 50mm bases that are size 4 and have the *Rough* keyword.

While in contact with an objective you control, a friendly infantry may perform an *Interact* action to gain 1 marker.

At the end of the round, if the marked model is still alive, your opponent loses 1 morale, and then that marker is removed.

If a marked model is killed, its marker is returned to your marker pool.

Personal Gain

During deployment, your opponent marks a number of their infantry equal to twice your total ranks of leaders.

Each Infantry may only be marked once.

While engaged with a marked enemy, friendly leaders or specialists may forfeit their maneuver or their action. If they do, your opponent loses 1 morale, and then the marker is removed.

INTRIGUE

Disrupt Supply Line

Before deployment, place a number of objectives on the battlefield equal to the total ranks of leaders in your army.

Place these objectives anywhere along the dividing lines of your opponent's deployment zones (with their bases centered on the line), starting with No Man's Land / D and proceeding backwards.

Objectives are 40mm bases with the *Does Not Block LoS* and *Impassable* keywords.

Only 1 objective can be placed on each dividing line. If there are more than 4 objectives, a second may be placed along each divide, as long as all divides have at least 1.

Friendly models may spend an *Interact* action while in contact with an objective you control. If they do, your opponent loses 2 morale, and then the objective is removed.

Infiltrate

At the start of the game, gain a marker pool containing a number of markers equal to twice the total ranks of leaders in your army.

During their activation, friendly infantry may perform an *Interact* action to gain 1 marker if they are in your opponent's C deployment zone, or 2 markers if they are in your opponent's A or B deployment zones.

At the beginning of a marked model's activation, your opponent loses 1 morale per marker, and then those markers are removed.

If a marked model is killed, its markers are returned to your marker pool.

No Confidence

At the start of the game, each enemy leader gains a number of markers equal to twice their total rank.

Each time a friendly leader or specialist kills an Infantry that is inside a marked leader's SOI, that enemy leader must make a Will Check (1).

On a failure, remove 1 marker from it, and your opponent loses 1 morale.



THE DEFENSE CHART

- ☠ **Overpower:** 2 hits.
- ⚡ **Strike:** 1 hit.
- ★ **Magic:** Attack defeated; possible **backlash**.
- ✂ **Parry:** Attack parried.
- ✖ **Block:** Attack blocked.
- 🛡 **Armor:** Armor absorbs attack.
- ➡ **Dodge:** Attack dodged.

An effect that modifies or replaces a specific result always modifies the *highest* specified result(s).

LEADERS

Leaders have a 6" SOI. If the models in a combined activation have the same **trait** as the leader whose SOI they are activating from, they may benefit from that leader's **Inspire** ability.

Commanders have a 8" SOI, and all models in your army permanently gain their **Training** ability.

GAME PLAY

Each player rolls a D10 initiative roll at the beginning of each round to determine the first player.

The player with the lowest current morale gets a bonus equal to the difference between their morale and the highest player's morale.

ACTIVATIONS

When activated, each model completes 2 stages in any order: **maneuver** and **action**.

When a model maneuvers, it may move up to its mobility in inches. When a model acts, it may perform 1 action.

Individual Activations Choose 1 model to activate.

Combined Activations Choose 2 or more models within a single leader's SOI. You may only select a number of models up to his **Leadership** value.

The leader is not activated unless selected as one of the models. **All selected models must share at least 1 trait** but do not need to be able to see one another.

MOVEMENT

Forced Movement ignores the **disengage penalty** and other abilities that prevent disengaging.

Disengaging models must spend 3" of movement before they can begin moving, and cannot engage an enemy model again during this movement.

ACTIONS

There are **attack** and **special** actions. Abilities that require a model to perform an action are **toggle actions**: once active they remain in play until the beginning of that model's next activation.

Willpower check Roll dice equal to the rate. Each result equal to or less than the model's Willpower is a success.

Attack Actions

To perform an attack:

1. Select an attack action available to the model.
2. Select enemy target model(s) in range and LoS.
3. One target at a time, roll the attack dice.
4. Generate and apply the results of the rolls.
5. Apply damage, and check for death.

Even though the dice for each attack are rolled and resolved individually, any attacks made from the same attack action happen simultaneously.

Ranged attacks cannot be made against a target in contact with the attacker, and all dice from a ranged attack must be allocated to one target. **Convert any ✂ on the target's Defense chart to ⚡.**

Melee attacks may target multiple elements, and dice may be assigned among any legal targets.

Willpower attacks Instead of using the Defense chart, each die result that equals or exceeds the target's Willpower is a success. Effects are based on the number of successes.

Magic attacks The dice must all be allocated to 1 target. **Convert any ✂ on the target's Defense chart to ⚡.** For each ★ result, the attacker must make a Willpower attack (1) against themselves, suffering 1 damage for each success.

Combined attacks can only be performed by 2 or more models in a combined activation.

To make a combined attack:

1. All participating models select an available attack action of the same type.
2. Select 1 enemy target model in range and LoS.
3. Roll all the dice involved in the attack.
4. Generate and apply the results of the rolls.
5. Apply damage, and check for death.

If multiple models share the same ability, always apply the highest (x) value to the combined attack.

Damaging a Model When a model is dealt hits equal to its ▼, it suffers 1 damage. Once it has damage equal to its ●, it is removed as a casualty.

Generic Actions

Assist During a combined activation, a friendly attacking model this model is in contact with gets attack (+1) rate.

Sprint Move this model up to 4". Models can only sprint once per round and not if they are engaged.

Interact Interact with terrain and objectives. A model must usually be in contact with the element.



THE DEFENSE CHART

- ☠ **Overpower:** 2 hits.
- ⚡ **Strike:** 1 hit.
- ★ **Magic:** Attack defeated; possible **backlash**.
- ✂ **Parry:** Attack parried.
- ✖ **Block:** Attack blocked.
- 🛡 **Armor:** Armor absorbs attack.
- ➡ **Dodge:** Attack dodged.

An effect that modifies or replaces a specific result always modifies the *highest* specified result(s).

LEADERS

Leaders have a 6" SOI. If the models in a combined activation have the same **trait** as the leader whose SOI they are activating from, they may benefit from that leader's **Inspire** ability.

Commanders have a 8" SOI, and all models in your army permanently gain their **Training** ability.

GAME PLAY

Each player rolls a D10 initiative roll at the beginning of each round to determine the first player.

The player with the lowest current morale gets a bonus equal to the difference between their morale and the highest player's morale.

ACTIVATIONS

When activated, each model completes 2 stages in any order: **maneuver** and **action**.

When a model maneuvers, it may move up to its mobility in inches. When a model acts, it may perform 1 action.

Individual Activations Choose 1 model to activate.

Combined Activations Choose 2 or more models within a single leader's SOI. You may only select a number of models up to his **Leadership** value.

The leader is not activated unless selected as one of the models. **All selected models must share at least 1 trait** but do not need to be able to see one another.

MOVEMENT

Forced Movement ignores the **disengage penalty** and other abilities that prevent disengaging.

Disengaging models must spend 3" of movement before they can begin moving, and cannot engage an enemy model again during this movement.

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